

## AnyLogic Simulation

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### Introduction to AnyLogic

AnyLogic is a powerful simulation software used for modeling industrial and mechanical systems. It supports **discrete event**, **agent-based**, and **system dynamics** simulations, making it an excellent tool for **manufacturing, logistics, and automation** studies.

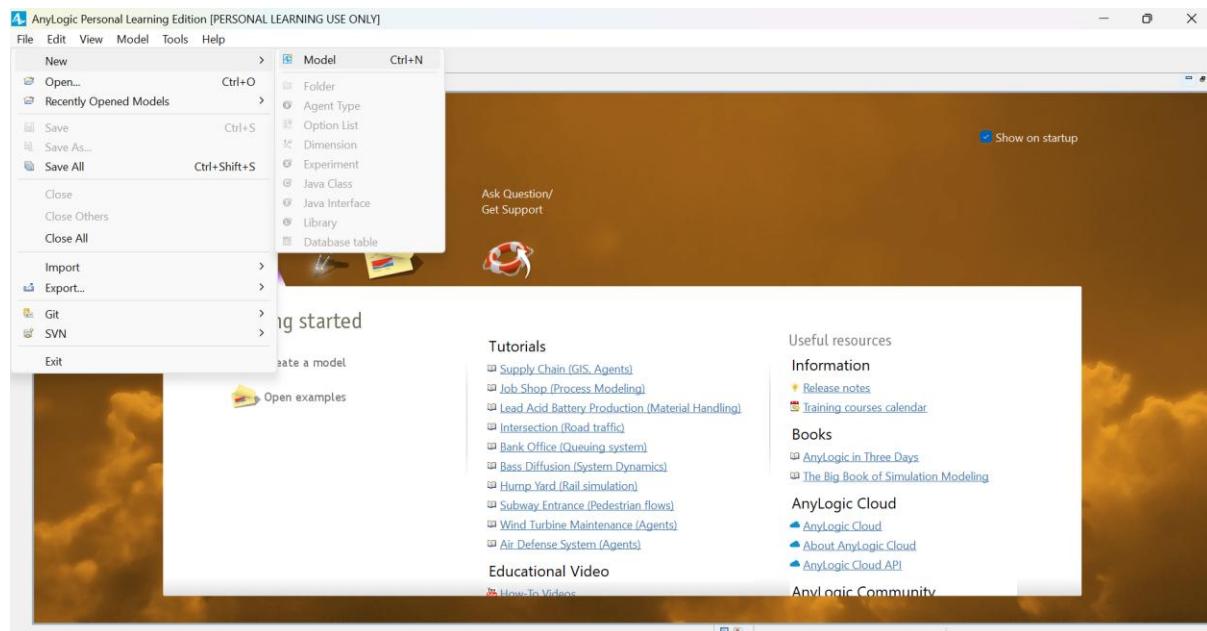
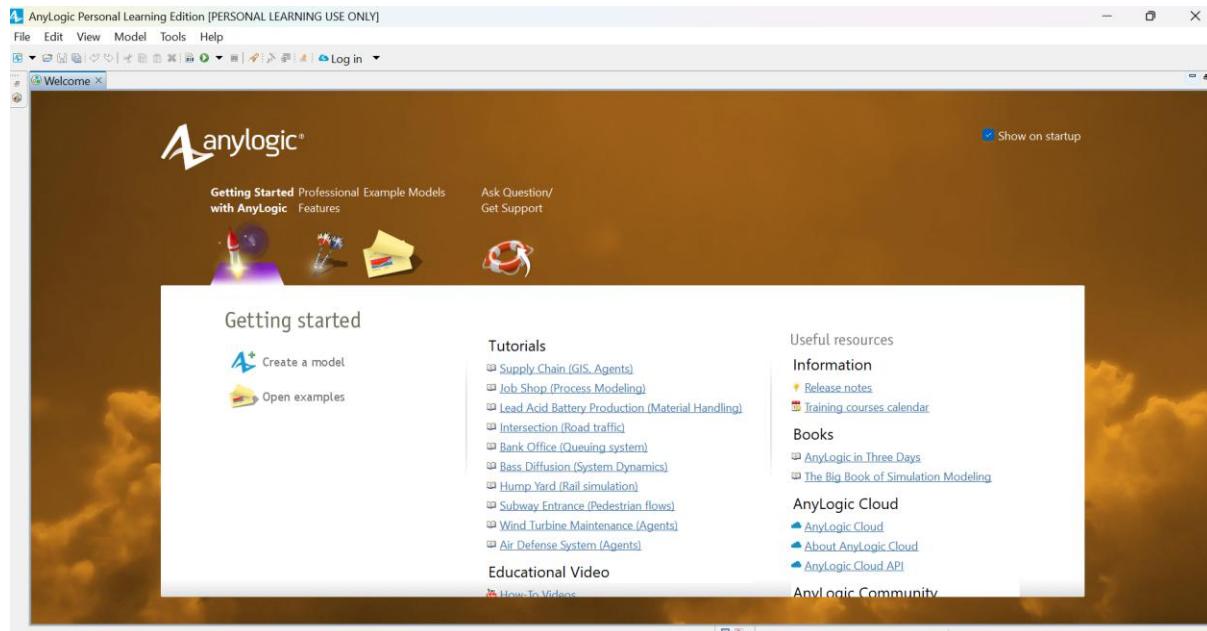
### Applications in Mechanical Engineering

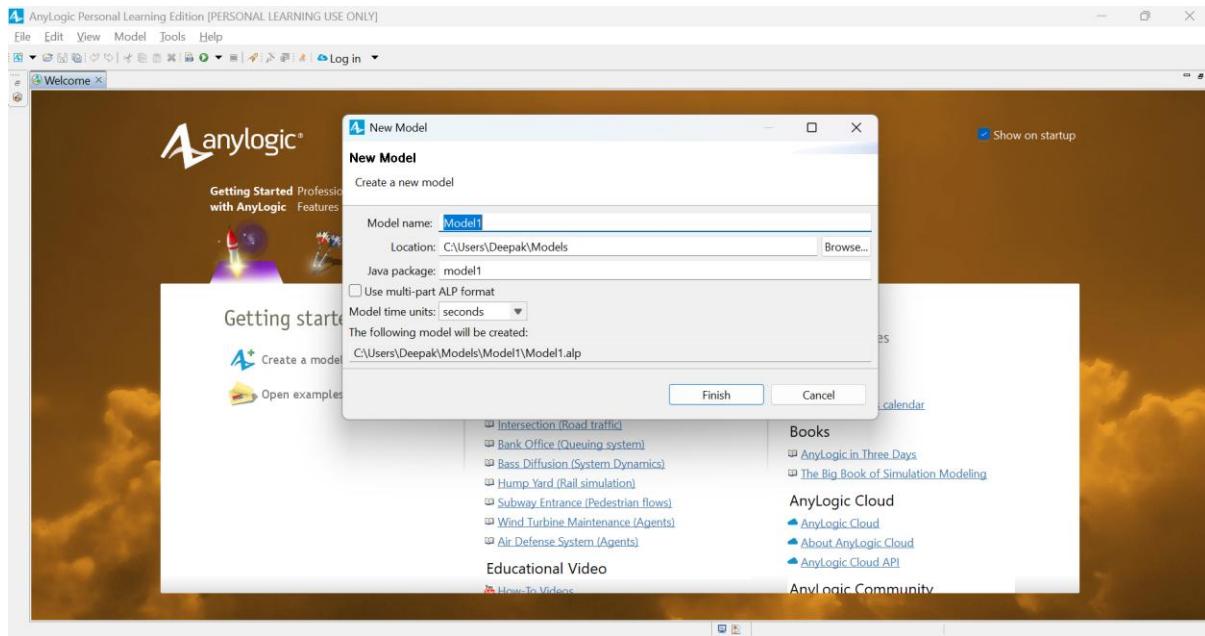
- **Manufacturing Process Simulation:** Conveyor belt systems, robotic arms, and production lines.
- **Logistics and Supply Chain:** Warehouse automation and material handling.
- **Optimization:** Improving factory layouts and reducing bottlenecks.
- **Human-Machine Interaction:** Simulating worker movements in industrial setups.

### 1. Setting Up an AnyLogic Project

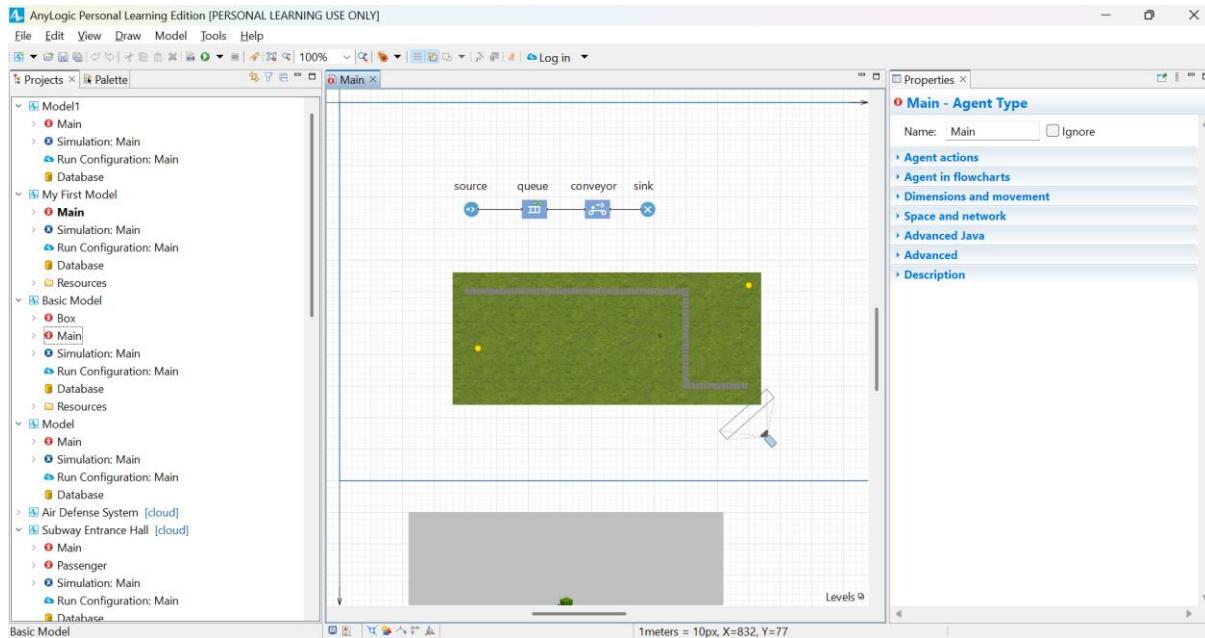
#### Steps to Create a Conveyor Simulation:

1. Open AnyLogic and create a new Discrete Event Model.





## Creating a New Model



2. **Add 3D Animation View:** Navigate to the **Presentation** tab and drag a **3D Window** onto the canvas.

Basic Model : Simulation - AnyLogic Personal Learning Edition



### 3. Add a Conveyor System:

- In the **Material Handling Library**, drag a **Conveyor** onto the **3D animation window**.
- Set the **length, speed, and texture** (grass texture for the ground).



### 4. Add Boxes Moving on the Conveyor:

- Drag a **Source** block and connect it to the conveyor to generate boxes at intervals.

- Adjust the **arrival rate** to control box frequency.

#### 5. Add a Worker Beside the Conveyor:

- Use the **Agent Animation Library** to place a 3D **human worker** near the conveyor.
- Define worker interaction with boxes (e.g., quality check or removal of faulty products).

#### 6. Adjust Camera Position and 3D Views:

- Go to **3D Window Properties** and set **default camera positions**.
- Use the **Rotate, Pan, and Zoom tools** to adjust the viewing angle.
- Enable **dynamic camera movement** for a realistic tracking view of the conveyor and worker.

#### 7. Run the Simulation and visualize the movement of boxes on the conveyor with a worker standing beside it.

## 2. Simple AnyLogic Code for Conveyor Simulation

```
// Create a box entity  
  
Box box = new Box();  
  
box.setPosition(conveyor.getStartPosition());  
  
  
// Move the box along the conveyor  
  
conveyor.move(box, conveyor.getLength());  
  
  
// Worker action when the box reaches the end  
  
if (box.getPosition() == conveyor.getEndPosition()) {  
  
    worker.pickup(box);  
  
    worker.inspect(box);  
  
}
```

#### Mechanical Context:

- **Boxes Represent:** Manufactured components on an assembly line.
- **Worker Represents:** A quality control inspector.
- **Grass Texture Represents:** Factory floor aesthetics.

### 3. Customizing the 3D Environment

- **Add a Grass Texture:** Go to the **Environment Settings** and apply a **grass image** as the ground texture.
- **Customize the Worker's Appearance:** Modify the **3D human model** to wear a factory uniform.
- **Adjust the Camera View:**
  - Set **fixed viewpoints** for top-down, side, and perspective views.
  - Use **smooth transitions** between different angles.
  - Implement **camera tracking** to follow moving objects dynamically.

### 4. Running and Exporting the Simulation

1. Click **Run** to start the animation.
2. Observe boxes moving along the conveyor and the worker interacting.
3. Adjust the **camera zoom and rotation** for better visualization.
4. To share the simulation:
  - Export as a **standalone application**.
  - Save as a **simulation video** for presentations.

### Conclusion

AnyLogic provides a **realistic 3D simulation** of mechanical processes, making it a powerful tool for **conveyor systems, automated factories, and production lines**. This simple simulation of a conveyor with a worker can be further expanded to include **robotic arms, machine vision inspection, and AI-based automation**.

With proper **camera positioning and 3D view adjustments**, simulations become more immersive, helping engineers analyze factory processes more effectively.